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Sega of America Dreamcast, Inc., P.O. Box 7639, San Francisco, CA 94120.

SEGA

Dreamcast™

THE LAST BLADE 2™

HEART OF THE SAMURAI

agetec™

TEEN

T

CONTENT RATED BY ESRB

T-44305N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

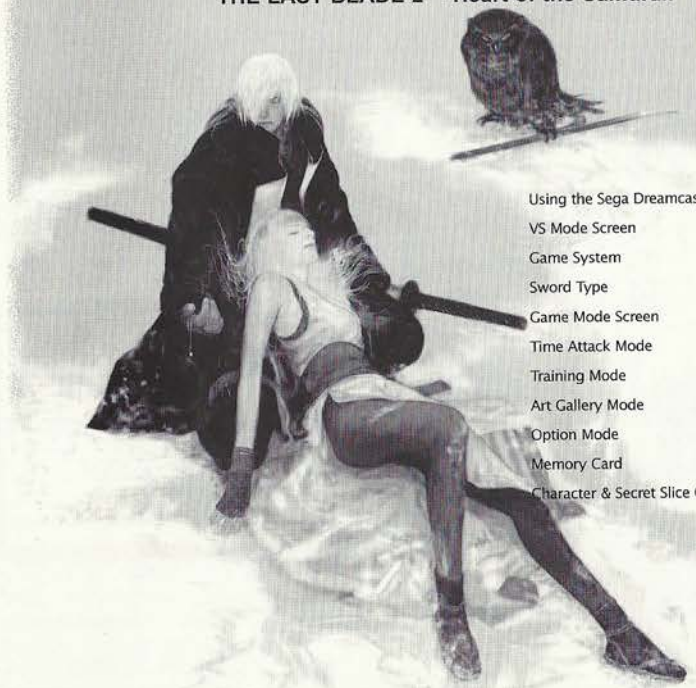
PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Thank you for your purchasing of THE LAST BLADE 2™. Please note that this software is designed only for use with the Sega Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing THE LAST BLADE 2™-Heart of the Samurai.



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Using the Sega Dreamcast Controller

Here is an introduction of basic controller commands during game battles and various select screens. Try the separately sold Arcade Stick for the Sega Dreamcast to experience the same thrills and feel of arcade play.
*To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and the START buttons. This will cause the Sega Dreamcast to soft-reset the software.

SEGA DREAMCAST HARDWARE UNIT

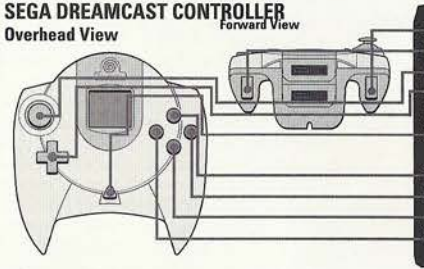
*The Last Blade 2 is a 1-2 player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

Use these ports to connect the Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A, Control Port B, Control Port C, and Control Port D.** Use each port to connect controllers for players 1 to 4 respectively.

SEGA DREAMCAST CONTROLLER

Overhead View

Forward View

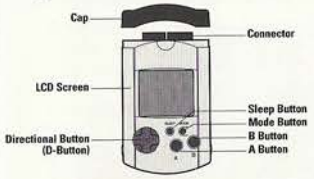


L Trigger	Neutral/Aggressive character movement
R Trigger	Esoteric technique (Power, Speed, EX)
Analog Thumb Pad	Not Used
Directional Button (D-Button)	Select menu, etc. / Move characters (during game)
Start Button	Confirm menus, etc. / Start Game Play / Pause game play
Y Button	Repel
B Button	Kick/ Cancel menus, etc.
A Button	Weak Slash / Confirm menus, etc.
X Button	Strong Slash

Sega Dreamcast Controller

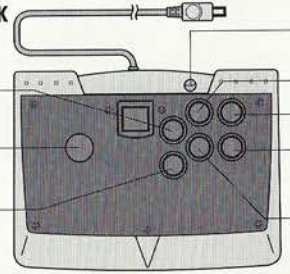
*Be sure to purchase a separately sold controller to play 2 or more players.
* All commands are described in their initial setting. These can be changed with the Button Config. Menu (See page 13).
*Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.
*If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.

Sega Dreamcast Visual Memory Unit (VMU)



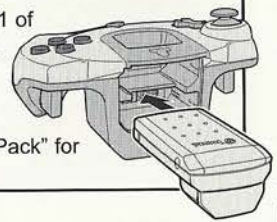
*While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

SEGA DREAMCAST ARCADE STICK

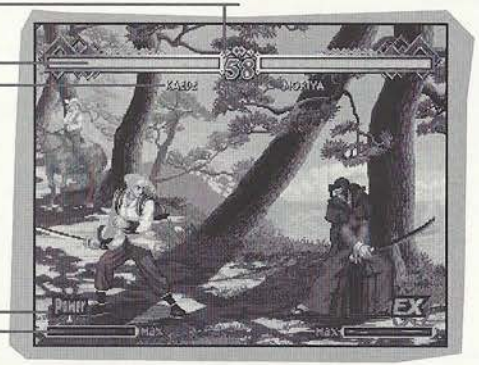


Sega Dreamcast Jump Pack™

*To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and START buttons. This will cause the Sega Dreamcast to soft-reset the software.
*When the Jump Pack is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation.
*Be sure to refer to the instruction manual for the "Jump Pack" for proper installation procedures.



VS MODE SCREEN



Character Name:	Name of the player's character (or opponent character).
Power Gauge:	Displays the amount of remaining power. If player loses power, the power gauge will blink red. (You lose if you lost all power.)
Remaining Time:	Shows the time limit remaining for one round. The round is over when the gauge reaches zero (0:00) time. The player who has a higher power gauge wins the match if the fight is a draw when the time reaches zero.
Sword Gauge:	Gauge increases with each attack to opponents (even if opponents are in a Guard position), and enables the use of Super Secret Slice when it reaches MAX. (See page 6)
Sword Type:	Displays selected Sword Type (See page 7)

GAME SYSTEM

All commands here are described for characters facing toward the right of the screen. The "→" symbol shows which direction of the Directional button to push. All button commands are described in their initial settings.

◆◆ SPECIAL MOVES ◆◆

Dash*	→→
Dash Jump	During dash ↗
Small Dash Jump	During dash briefly ↗
Back Step	←←
Small Jump	Briefly ↖ / ↑ / ↗

Short Reach, Weak Slash	← + A button
Long Reach, Strong Slash	→ + X button
Tripping Kick	↘ + B button
Blast Kick	→ + B button

*** Depending on the character, this move becomes a Front Step.**

◆◆ REPEL ◆◆

Press the Y button before the attack hits.

Repel consists of three positions: Standing, Sitting, and Aerial position. Standing Repel is for Jump or middle posture attacks, Sitting Repel is for lower posture attacks. The opponent freezes for a moment and his/her guard is down if the Repel is successful. (Depending on the speed that some characters have, Repel may not work against your opponent.)

◆◆ NO GUARD SLICE/LAUNCHING SLASH ◆◆

Press the B & X button simultaneously.

If you select [POWER] sword type, No Guard Slice is playable by pressing the B and X buttons simultaneously. If you select [SPEED] and [EXTREME], Launching Slash (middle posture) is invoked.

◆◆ Dash Attack ◆◆

Upper posture attack by pressing the A (or B) buttons during dash.
Lower posture attack by pressing↘ + the A (or B) buttons during Dash.

Upper posture attack is done by pressing the A (or B) buttons during dash. Lower posture attack is done by pressing↘ + the A (or B) buttons during dash. This dash attack does not invoke right away, therefore, it's better to keep some distance from your opponent while using the attack.

◆◆ Super Secret Slices Attack ◆◆

This is invoked by pressing the character's special move when power gauge becomes less than 1/4 or sword gauge reaches MAX condition.

This movement of attack power has a much higher power than other moves, even enough power to turn the tide of the battle completely. See Character and Special Moves (page 17) for the commands of individual characters.

◆◆ Aerial Guard/Knockdown Recover ◆◆

Press the Y button while being thrown out.

Press the Y button for aerial guard when you are hit and being thrown out to aerial. Press the Y button for Knockdown Recover at the moment when you are hit and being thrown to the ground. Your guard is open after these actions.

SWORD TYPES

There are three types of swords that reflect the characters' performance in this game.

◆◆ POWER ◆◆

By selecting POWER, the sword will be sharpened up stronger, even to able to damage a guarded opponent character.

◆◆ Sublime Slash ◆◆

Links certain "Super Slice" moves to "Super Secret Slice" attacks.
Not all "Super Slice" moves can be linked to "Super Secret Slice". Find out which "Super Slice" moves can be linked by yourself.

◆◆ Hidden Secret Slices ◆◆

Enabled to invoke by pressing the character's special move when power gauge becomes less than 1/4 and sword gauge reaches the MAX condition.
Hidden Secret Slices are more powerful than Super Secret Slices.

◆◆ SPEED ◆◆

This type makes movement more quick and technical. By selecting the SPEED, player can combine numerous attacks for faster play.

◆◆ Furious The Fandango Secret Slices ◆◆

Despite power gauge level, if the sword gauge reachs MAX condition, press ↓↓+ A (or B) button to start Furious the Fandango Secret Slices. Commands vary depending on the character's type. (See page 8.)

EX

Combining the characteristics of "POWER" and "SPEED" swords types allows you to create the strongest possible sword as an "EX" sword type.
The characteristics of this type are:

1) Able to sharpen up basic attacks well.
2) Able to use "Sublime Slash" and "Repeated Slices".
3) Able to use "Furious Fandango Secret Slice" when sword gauge is at MAX condition.
4) Able to use "Super Secret Slice", when power gauge becomes less than 1/4 or sword gauge reaches MAX condition.
5) Able to use "Hidden Secret Slice" when power gauge becomes less than 1/4 or sword gauge reaches MAX condition.

- Selecting the "EX" type decreases defensive power and makes the character more susceptible to being knocked unconscious. It also makes sword gauge slow to gain power.

•• Command of Furious Fandango Secret Slice by Types ••

Repeated attacks are possible by inputting the following commands right after Furious Fandango Secret Slice is invoked:

Type 1 (Kaede/Yuki/Akari/etc.)

After invoked → A•B•X

A•B•X	A•B• ↓↘→+X
	X•B• ↓↘→+A
↓+X•B	↓+X•→+(B•X Simulaneously)
	(B•X Simulaneously) •A ↓↘→ +B

Type 2 (Juzoh/Mukuro/Jigen/etc.)

After invoked → A•B•X

A•B•X	A•B ↓↘→+X
	X• ↓↘→+B
↓+X	↓+X•→+(B•X Simulaneously)
	(B•X Simulaneously) • ↓↘→ +B

Type 3 (Moriya/Lee/Zantetsu/etc.)

After invoked → A•B•X

A•B•X	A•B• ↓↘→+X
	X•B•A• ↓↘→+X
↓+X•A	↓+X•→+(B•X Simulaneously)
	→ +(B•X Simulaneously) •A•B• ↓↘→ +B

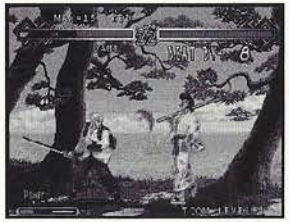
GAME MODE SCREEN

□□ MAIN MENU □□

Press the START button at the Main Menu. (If the screen is playing the opening demo, press the START button to go back to Title screen, then press the START button again to go back to Main Menu)

STORY	This mode is for one-on-one battles where a single player goes against a computer opponent.
VS	A 2-player mode where teams for Player 1 and Player 2 battle it out.
TIME ATTACK	A mode in which a character races against the clock to beat all computer opponents.
TRAINING	Learn how to use all of your Samurai's abilities.
ART GALLERY	See illustrations from The Last Blade series.
DEMO VIEWER	See Demo screen from The Last Blade series.
OPTION	A mode for changing various game settings.

▫▫ TIME ATTACK ▫▫



*This mode challenges players to defeat as many opponents as possible within the time limit (a count of 90). The features of this mode are listed below.
*In this mode, the power gauge for the player's character does not decrease during opponent attacks.
*The faster a character is defeated, the lower the power level of the next succeeding computer character.
*When the remaining count falls under 30, power decreases and players can use the Super Secret Slices at will.

▫▫ TRAINING MODE ▫▫

Character Select Screen is displayed after selecting [TRAINING] at Main Menu Screen. Training begins by selecting your character (1P) and trainer character (2P). Set up description by displaying the training menu.

▪▪ TRAINING MODE ▪▪

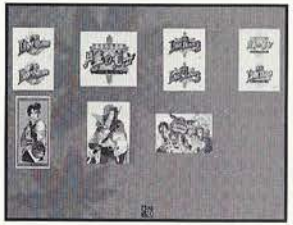
Training Mode begins by pressing the START button. After Training Menu is displayed, you are able to select the next item.

COM ACTION 1	Determines the basic action of the computer character.
STAND	The computer character stands at a determined place.
CROUCH	The computer character stoops at a determined place.
JUMP	The computer character jumps up and down at a determined place.
COM ACTION 2	Determines the action of the computer character.
NO ACTION	The computer character does nothing.
ATTACK	The computer character repeatedly attacks with strong slice.
GUARD 1	The computer character guards itself in response to player action.
GUARD 2	The computer character receives player attacks, but guards itself when there is a break in combo attack.
GUARD 3	The computer character guards itself using the basic actions selected in COM-ACTION 1.
SWORD-GAUGE	Sets the level of the Sword-Gauge for the player character.
NORMAL	The Sword-Gauge increases with each attack made.
MAX	The Sword-Gauge is fixed at 100%. (Even when the gauge is exhausted, it quickly returns to 100%.)
CENTER	Returns the computer character and player character to the center of the screen (starting position) when "center" is selected in the start menu.
CHARACTER CHANGE	Use this mode to change the player character. (Return to the Character Select Screen).
EXIT	Ends the Training Mode.

ART GALLERY MODE

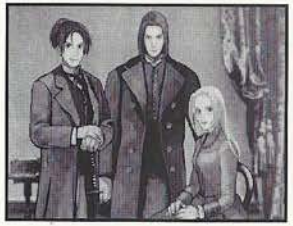
You will see the illustrations from The Last Blade Series in ART GALLERY Mode.

Illustration Selection Screen



Directional button	Select the illustration by shifting the cursor.
A button	Confirms the selection and enlarges the item.
B button	Return to Title Screen.

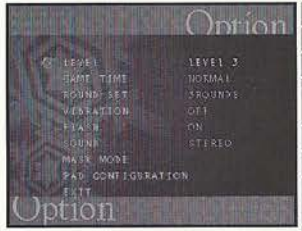
Enlarged Screen



Directional button	Scrolling screen.
A button	Displays the date of creation and application.
B button	Return to Illustration Selection Screen.
X button	Reduce the size of selected illustration.
Y button	Enlarge the size of selected illustration.
L Trigger	Shows previous illustration.
R Trigger	Shows next illustration.

OPTION

This mode allows various game settings to be changed as desired. After selecting "OPTION" menu on the Mode Select Screen, use the Directional button to select items and press the A button. Call up each Set-Up Screen to change settings.



LEVEL	Set the game difficulty.
GAME TIME	Change the time limit for rounds.
ROUND SET	Set the number of rounds in each game.
VIBRATION	Switch the separately sold Jump Pack ON or OFF.
FLASH	Set the flash ON or OFF on screen.
MASK	Move to Mask Mode on Menu Screen.
PAD CONFIGURATION	Set the configuration of controller buttons.
EXIT	Return to the Main Menu Screen.

MASK

This mode hides the character Power gauge that is normally displayed on the screen. Recommended for times when the rigors of normal game play just isn't enough!

MEMORY CARD

This game is a memory card compatible game [Visual Memory Unit (VMU) sold separately]. Save and load files such as game settings and the results of matches.

***By selecting "SAVE FILE" or "LOAD FILE", call up the screen that enables the selection of the port to use the saving and loading files. Check that the memory card has been inserted into port A and not B or other area.**

□□ SAVE & LOAD □□

If the memory card is set up correctly, the Save Select Screen will show when game is over. Select [YES] with the Directional button and pressing the A button to confirm your selection to save the data. Push the Start button or the A button to confirm. Three blocks of open units are needed to save data. Once data is saved, the Load Select Screen appears before starting a game. By selecting [YES] with the Directional button and pressing the A button to confirm your selection, you can start playing the game where you saved.

***While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.**

□□ BURST-IN-PLAY VS. □□

Pressing the Start button of the unused controller (Port A or Port B) during play begins two-player VS. "burst-in play" battles.

□□ CONTINUE & GAME OVER □□

After losing a match, the continue countdown is displayed. Push the Start button before the countdown reaches "0" to call up the Continue Service Screen. By selecting [Yes], game resumes with the opponent character's power gauge at low level.

CHARACTER & SECRET SLICE COMMANDS

Here is an introduction to each character and their main Secret Slice moves.

Character Name

Kaede (Before Awakening)

Name of Command	Command	
Single Stroke Squall	↓↘→	+A (or B)
Single Stroke Wind Fang	→↓↘	+A (or B)
Single Stroke Fillet Flash	↓↙←	+A (or B)
Single Stroke Tail Wind	↓↘→	+X
Lively Dragon Revival	↓↘→↓↘→	+(A&B Simultaneously)
Lively Dragon Lance	↓↘→↓↘→	+B

***Command is when character is facing to the right.**

Dark Purple Color Super Secret Slices

Enabled when the Sword-Gauge reaches MAX, or when the Power gauge flashes.

Dark Red Color Hidden Secret Slices

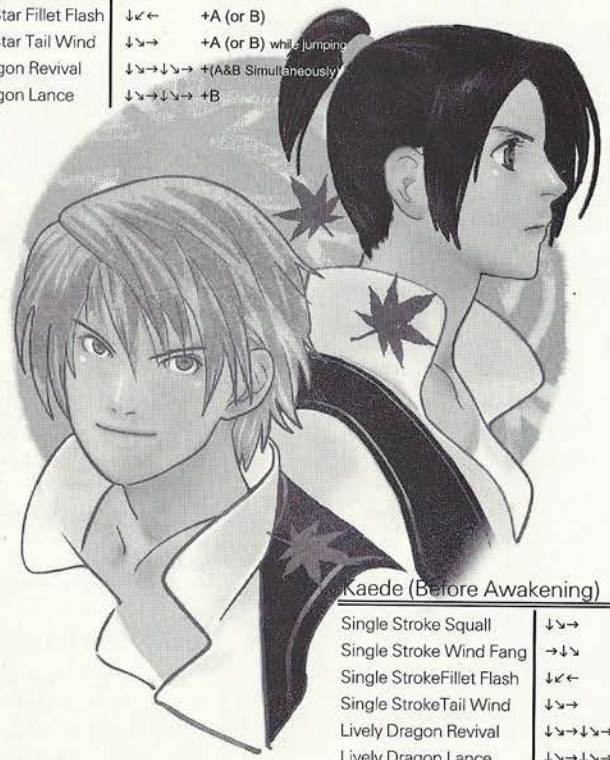
Enabled when the STRENGTH Sword-Gauge reaches MAX and the Power gauge begins to flash.

Meanings of Symbols in Command Charts
[→] --- Direction to push the Directional button
[X Y A B] --- Button abbreviations

Hidden (Additional) Characters
Kaede (Before Awakening) --- Click cursor to Kaede, then press X (9 times), B (1 time), and X (4 times).
Kotetsu --- Click cursor to Shigen, then press X (5 times), B (10times), and X (2 times).
Ohryu --- Click cursor to Kaede, then press X(5 times), B(10times), and X(2 times).
Rouge Doll --- Click cursor to Akari, then press X(8 times), B(9 times),wait a second, and press X (1 time).
Musashi --- Only available in VS Mode and Training Mode

Kaede

Morning Star Squall	↓↘→	+A (or B)
Morning Star Wind Fang	→↓↘	+A (or B)
Morning Star Fillet Flash	↓↙←	+A (or B)
Morning Star Tail Wind	↓↘→	+A (or B) while jumping
Lively Dragon Revival	↓↘→↓↘→	+(A&B Simultaneously)
Lively Dragon Lance	↓↘→↓↘→	+B



Kaede (Before Awakening)

Single Stroke Squall	↓↘→	+A (or B)
Single Stroke Wind Fang	→↓↘	+A (or B)
Single StrokeFillet Flash	↓↙←	+A (or B)
Single StrokeTail Wind	↓↘→	+X
Lively Dragon Revival	↓↘→↓↘→	+(A&B Simultaneously)
Lively Dragon Lance	↓↘→↓↘→	+B

Moriya Minakata

Glancing Blade Haze	↓↙←	+A (or B or X)
Glancing Blade New Moon	→↓↘	+A
Glancing Blade Moonlight	(↓↘→)	x3
Sash Blade Moonwalk	←↙↓	+A (or B or X)
Life and Death Moonlight Flash	→←↙↓↘→	+(A&B Simultaneously)
Life and Death Wild Seasons	→←↙↓↘→	+B

Yuki

Ice Blade	↓↘→	+A (or B)
Frosty Flasher	→↓↘	+A (or B)
Blizzard Blast	↓↙←	+A (or B)
Mirror of Ice	←↙↓↘→	+X
Glacial Sequoia	↓↘→↓↘→	+(A&B Simultaneously)
True Frozen Whirlwind	↓↙→↙↓↘→	+B

Setsuna

Anonymity 1	↓↘→	+A (or B)
Anonymity 2	→↓↘	+A (or B)
Anonymity 3	↓↙←	+B
Anonymity 5	→↘↓↙←	+X
Severing Anonymity	↓↘→↓↘→	+(A&B Simultaneously)
Ultimate Anonymity	(→↘↓↙←)	x2 +B

Kojiroh Sanada

Flashing Flight	↓↙←	+A
Black Hole Blade	↓↙←	+B
Empty Death	→↓↘	+A (or B)
Blast-of-Plague Demise	↓↘→	+A (or B)
Black Hole Blade-Eagle	↓↙←↙↓↘→	+(A&B Simultaneously)
Wolf Fang of Emptiness	↓↙←↙↓↘→	+B

Keiichiro Washizuka

Fatal Flurry	←(pressing down briefly)→	+A (or B)
Foolish Flurry	↓(pressing down briefly)↑	+A (or B)
Wolf Fang	←(pressing down briefly)→	+X
A Glorious Death	↓↙←	+A (or B)
True Fang of the Wolf	↓↙←↙↓↘→	+(A&B Simultaneously)
Final Wolf Fang	↓↙←↙↓↘→	+B

Mukuro

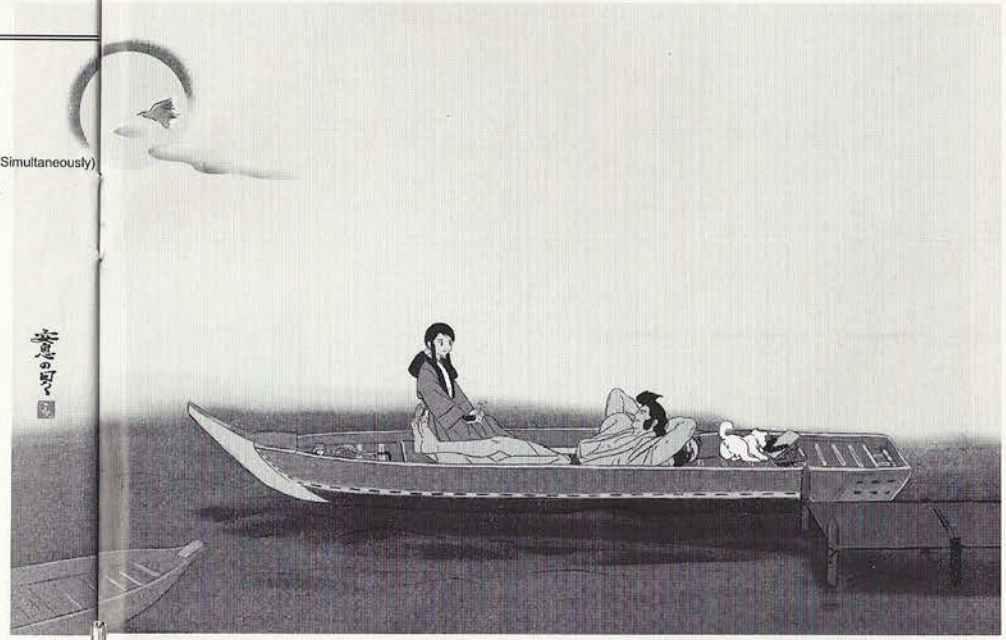
Bald Eagle Swoop	↓↙←	+A (or B)
Rotation Evisceration	→↓↘	+A (or B)
Land Licking Slider	→←→	+X
Scissor Slice	(while jumping)↓↙←	+A (or B)
Delirium Drubber	↓↘→↓↘→	+(A&B Simultaneously)
Wild Hunger Whallop	↓↘→↓↘→	+B

Recca lee

Fan of Flames	↓(pressing down briefly)↑	+A (or B)
Oscillating dragon Flame	(↓↙← +X)	x3
Shadowless Kick	(while jumping)↓↘→	+X
Mist Mauler		(A&B Simultaneously)
Hidden Serpent Slam	↓↙←↙↓↘→	+(A&B Simultaneously)
Concealed Javelin of Judgment	↓↙←↙↓↘→	+B

Zantetsu

Shadowless Kick	↓↘→	+A
Spirit Drill	↓↙←	+B
Necromancer's Shadow	→←→	+X
Devil Drop	→↘↓↙←	+X
Steel Crusher	→←↙↓↘→	+(A&B Simultaneously)
Dark Hunter	(→↘↓↙←)	x2 +B



Hibiki Takane

Distance Slash	↓↘→	+A (or B)
Beckoning Slash	→↓↘	+B
Piercing Moon Pounce	→↓↘	+X
Melding Being Blade	←↙↓↘→	+X
Heavenly Spirit of Victory	↓↙←↙↓↘→	+(A&B Simultaneously)
No Fear Feint	→←↙↓↘→	+B

Hyo Amano

Piercing Sparrow	→↙→	+A (or B)
Badger Bash		Press A repeatedly
Destiny	→↘↓↙←	+B
Domino Toppler	(Get closer to opponent) & ↘↘+X	
Checkmate of the Queen	(→↘↓↙←)	x2 + (A&B Simultaneously)
Checkmate of the Rook	(→↘↓↙←)	x2 +B

Akari Ichijo

Aztro-revolve	↓↘→	+A (or B)
Zig Zag Flash of 555 Phantoms	←↓↙	+A (uses up Sword Gauge power)
Astronomical Star Orbit	↑↓	+X
Transforming Troll	→↘↓↙←	+B (uses up Sword Gauge power)
Sextet Synthesis	↓↙←↙↓↘→	+(A&B Simultaneously)
100 Demons Blitz	→↘↓↙←→	+B

Juzoh Kanzaki

Bopper	↓↘→	+A (or B)
Rock Crusher	→(pressing down briefly)←	+X
Piledriver Burial	→↘↓↙←	+A
Hammer Whop	→↘↓↙←	+B
"Just Dandy" Invincible	↓↘→↓↘→	+(A&B Simultaneously)
Ultra-Violent Eruption	↓↘→↓↘→	+B

Shinnosuke Kagami

Swallow Wings of Flight	↓↘→	+A
Flaming Talon of Retribution	↓↘→	+B
Char-Broiled Blast	→↓↘	+A (or B)
Blazing Blast Bellow	→↘↓↙←	+A (or B)
Sparrow of the Red Lotus Thrust	(while jumping)←↙↓↘→	+(A&B Simultaneously)
Phoenix Rising Hack	(while jumping)←↙↓↘→	+A

Genbu Okina

Turtle Thrust	↓↘→	+A (or B or X)
Turtle Tremor	→↘↓↙←	+A (or B)
Fisherman's Feint	→↓↘	+A (or B or X)
Pacifist Pounce-Heaven	←↙↓	+X
Genbu Glast	→←↙↓↘→	+(A&B Simultaneously)
Rage of Genbu	→←↙↓↘→	+B

Shigen Naoe

White Tiger Talon	↓↙←	+A (or B)
White Tiger Pounce	↓↙←	+X
Kingfisher Crunch	←↙↓↘→	+A (or B or X)
Diamond Smasher	→↘↓↙←→	+X
Raging Tidal Tiger	↓↘→↓↘→	+(A&B Simultaneously)
Jagged-Point Poke	(→↘↓↙←)	x2 +B

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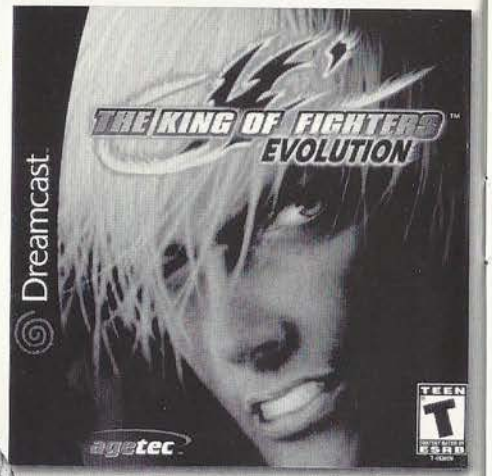

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